****

[1]

I played Medievil 1 a lot as a kid, but I lost it a few years back. Felt bad, man. I only recently got Medievil 2, and I'd be playing it, but the PS2 Slim I recently got doesn't accept my PS1 memory card. I looked it up, and I think I need a Sony branded one. Whatever. I have played a bit of the game on a friend's standard PS2, which does take my memory card. Odd.

****

[2]

This game that had had little creatures with glowing eyes just watching from atop a cliff or hill or something. You didn't interact with them at all... they were just watching. But creepy.

****

[3]

Anyone here have Spirit Camera for 3DS? The Spirit Photography mode is fun to mess around with. You'd think /x/ would like the idea of taking pictures and having creepy stuff show up. All programmed within the game of course, but still kind of neat regardless. I actually found a vid of someone doing some urban exploring while using this mode.

http://www.youtube.com/watch?v=fHJmJPw72QA&feature=related

****

[4]

>doom 3
>4 A.M
>Turtle Beaches full blast
>whole day spent reading creepypasta

Scariest game experience ever for me.

****

[5]

One that got me was Thief Deadly Shadows, fun stealth game and its graphics n gameplay were pretty decent for a 2003 x-box game.

But one level really scared me n my friend, it was called Shalebridge Cradle. Whoever put together the idea of a abandoned orphanage/insane asylum was a genius. I wont spoil it for you but playing it in the dark with no light but the screen will work you up pretty good the first time you go through it.

****

[6]

If anyone has the Sims for gamecube, I have a few creepy glitches I know.

One is over lapping music to create demonic sounds

The second is editing a child a specific way to make him pale blue, hallow eyes and in the bottom right corner of his portrait.

I could record it myself but I no longer have that game on gamecube. Anyone?

****
****

[7]

http://www.youtube.com/watch?v=deGXddZ7Y2Y

The upside down sinners from World of Warcraft. Only reachable by glitching yourself through a wall beside Khazrazan. It's actually just some unused dungeon content, but still creepy as hell to explore.

****
****

[8]

I remember as a child playing some game on my Sega Genesis. I can't remember the name but you played a ghoul and went around finding ways to scare the people in a house. It had very creepy music. I swear that the Sega Genesis had a sound chip from hell.

****
****

[9]

[In response to the above.]

"A Haunting Starring Polterguy"

I loved that game. But you're right, they're is something sort of subtley disturbing about the game that gave off a really odd dreaded feeling. Seemed to be under the surface of the game, It was pretty dark.

****
****

[10]

Speaking of creepy sega stuff, I thought something got into my copy of Streets of Rage not too long ago.

What looked like a pixelated brown and red humanoid demon carrying a whip appeared in the factory level. It was killed just like any other enemy and most likely a glitch, still kinda creepy.

Zombies Ate My Neighbors kinda had that dark, depressive undertone you guys were talking about and now that I'm thinking about it, most games on there did.

****

[11]

Overflow

Because it uses some out of game mechanics to scare you. It's programmed to work like a haunted game.

>Out of game messages.
>Cryptic messages in loading screens.
>Intentional glitches that are so subtle, you wouldn't think of game as glitches. For example, when reading messages, some words will quickly change into something dark sounding then switching back to normal text. Objects will sometimes quickly swap sprites to look like monsters or something scary.
>If you quit the game after dying and load it much time later. The game will instantly load up a screenshot of your last death instead of showing the title screen first.

****

[12]

I've got two, one is about GTA IV (PC), and the other is just some weird going-on in Minecraft (also PC), if anybody might be interested.

First just the Minecraft one. It's a bit odd, but nothing freakier than all hell.

So a friend and I are playing on his server, messing around, you know, I'll be flying around and suddenly he'll switch my gamemode, I'll fall and I'll die; I'll do the same to him. Anyways.

We were underground, very far underground, close to bedrock, when suddenly I hear a loud chain of explosions. Thinking it was my friend, I ask him "Anon? Are you playing with TNT again?" Three seconds later: "Anon?" "Yeah man, I just got back from the bathroom, what's up?" "So wait, you weren't playing with explosives?" "No, why?" So I explain to him what was going on, and he gets a little weirded out. 20 minutes go by, another long chain of explosions, oddly enough, cutting right through what I was making (bastards). There were creepers, falling down and exploding. Like a bomber's payload, but with.. Well, Creepers.

This was yesterday, we still don't know why it was doing that, it also happened about 5-10 more times that session.

He had actually logged off near the later explosions, so I, unfortunately, have to disagree. If it was him, I would have just revoked his rights, which, would be moot, because he still has the server.

And now for GTA IV;

The same friend and I (we have bad luck when it comes to multiplayer modes) were playing, and we go into the house where the FIB sting happens, you know, the guy's all paranoid and you have to shoot your way out. The house is empty in MP, so it's a perfect place to hide from the cops when you have a six-star wanted level, which we had. Now we're hiding in there, I have a

nifty AK, and he has his rocket launcher. When suddenly, what the hell? Brucie, from the main story, is walking through the house, talking on a cell-phone, as if you put his skin, mesh, textures, whatever onto a random civilian. Well, I shot him, because I wanted to see what would happen.

I really, really should not have shot him.

About five minutes later, about five Michelle's started spawning, except they were, twisted. Bend backwards as far as you can go, and if you reach 90 degrees, then you are in the same body style they are. They all had AK's, but just wandered, even shot at the police for us.

Until a stray bullet caught one in the leg. I died within seconds, and my friend, "K", as I will call him, was dead just moments after. We grabbed the nearest car we could, and we drove off, pretty much just screaming "WTF" over and over again, because we had never seen and / or heard of that happening, ever.

"Anon...?" "What, K?" "Look behind us..."

Yes we were, private multiplayer match, free mode or whatever it's called. Sorry for the delay, had an unexpected phone call.

Now we had ten to twenty very angry and armed "Michelles", and they proceeded to shoot the back of our car. Thankfully, we managed to evade them, as we were near Star Junction.

We immediately drove to the airport, thinking "Please Lord Almighty, whether or not you exist, please give us a helicopter."

Well, the Lord provided that day. We got in the chopper, with me piloting. They spawned behind us, dropping to the ground, then getting back up to take pot-shots at us.

Now we were scared.

More to come after my hands become unfrozen.

And once we decided that the heli could not get us away, we decided to stand our ground, and the result was similar to the Neo's standoff with the Smiths. After many rounds of ammunition spent on both sides, we ended up dead, and the things we now referred to as "Chicken Michelle's", because they walked kind of like chickens. Chickens with high-powered rifles.

And as we respawned, K runs across the street, immediately getting ran over by what appeared to be very fat secretaries in suits, driving one of the faster cars of the game. He died on impact. Then, the secretaries proceeded to get out and shoot my friends' lifeless corpse, and when he respawned, they shot him some more. Poor guy couldn't catch a break.

After a while of this creepy, scream-inducing emotional trauma, we go back to that apartment. Once again running from the police and our new pursuers. We lured them into the apartment, and shot them. This time they died.

Unfortunately, that didn't solve a thing. We haven't played to this day.

****

[13]

For some reason the BMG for the Hidden Palace Zone creeped me out in Sonic 2.

Maybe it was because of how hauntingly beautiful it was and the mystery of what the place would have looked like. The Sega Genesis version of 'Kublah Khan'.

****

[14]

I think the most terrifying moment for me was a carefully scripted event in Half-Life 2 that tries to murder you with your own hubris.

If you decide to screw around in your buggy you will come to a three story house. Immediately you will hear that awful carrier zombie breathing. Breathing coming from... Somewhere in the house.

If you really don't get the hint and bug out you are in for a treat. You get the full 'you decided to be that idiot in a horror movie so this is what you get' deal.

I have talked to a lot of people that missed the house on their playthroughs but I encourage you to find it out there!

Okay, now you have to be a retard and go on a room by room sweep of the house. Go up to the third floor. Remember you are playing the role of idiot in a horror movie so you are trying to find out where that thing is hiding...

****

[15]

[In response to the above.]

Jesus Christ. I shat a brick at that part in HL2 with the zombie in the house. Especially because I never heard those zombie sounds. I just went into the house, saw that the lower half of the staircase was missing, used my gravity gun to move a table underneath it and went upstairs, in a straight line to the ammo and the new weapon laying there. The thing suddenly appeared after I took the crossbow. The worst part was that he killed me, so I was forced to do that part all over again.

****

****

I know the EXACT part you mean. I went to every house I saw, including the one where the Civil Protection burned the resistance bodies.

But yeah, the part with the missing stairs, right? I went up there, found all the ammo, and just closed my eyes and swung my crowbar when that thing attacked me.

Needless to say, I died. I think it was a poison zombie, wasn't it? It still scared the crap out of me.

****
****

[16]

> be 12, playing Super Mario 64
> Big Boo's Haunt
> be fooling around after defeating the big Boo on the balcony
> climb the slippery rooftop to get to the star he poops out
> revel in accomplishment, enter close-up camera view to look at the star in the foreground of the full moon-lit background
> something's weird with that moon
> why is it green?
> suddenly noise, noise everywhere
> stuck on one frame, screen of a green moon with screwed up pixels
> noise continues until I turn off the console in fright

Never again will I go to that level. At least it didn't freeze on me during the man-eating piano bit...

****
****

[17]

>Be about 10
>Just started new game on Wind Waker, friend let me borrow it
>Watching opening
>Up in my loft alone during a thunderstorm at midnight.
>Dat music
>Dem images
>Suddenly power goes out on the part with Ganon's face
>Pitch black
>Tornado sirens
>Still be 10, and home alone

To this day I have not played that game. I don't know why, but the atmosphere of that game mixed with being young and home alone at midnight scared the crap out of me.

****

[18]

>Playing Oblivion
>I was lost deep inside the forest, I was still new to the game and didn't know what fast travel was at the time
>Walking through, it was nighttime
>The trip is silent, save for my footsteps
>All of a sudden, I hear a hissing sound
>I figure it's just the generic sound effects
>I hear it again, this time it's much louder
>Turn around
>This thing is just floating there behind a tree
>He just stares at me
>All of a sudden he starts coming right after me
>Flip out, cant kill him because I was a very low level
>Turn off game, don't play for another 2 weeks

It had no business being out there. I hadn't entered any buildings to provoke it, and I was away from the trail. I nearly crapped my pants. I still don't know what was up with that.

****

[19]

[In response to the above.]

Similar experience.

I had just exited the tutorial prison thing and started exploring, I chanced upon that one grounded ship... The one with wraiths inside of it. I was curious so I entered, little did I know there were those things inside of it. Screaming and wailing, hissing at me, every hair on-end I'm just thinking what the hell. Exited the ship and ran to water.

Also, throwing this out there:
>Condemned: Criminal Orgins.

****

[20]

I NOPEd pretty good when I was playing Skyrim really late one night and bumped into the Headless Horseman. I haven't even talked to anyone else that has run into him, but I Googled it and there is a Wiki entry for it, so I know I didn't imagine it. You can't attack him and he just started whispering to himself and saying really creepy stuff, generally when you're just out of eyeshot. I followed him for a long time and then he turned to me and mumbled something about something coming to an end, and he disappeared. It freaked me right out.

****

[21]

If we are all talking now about Oblivion IV then I shall tell one of my more weird experiences.

>I was playing Oblivion IV one late night and two of my cousins were sitting behind me and watching me play.
>I was in the Imperial city during night time, just finished selling my lot and I was planing to go out to the forest again but one of my cousins started bugging me to break into some rich NPC's house.
>OK so just for him to leave me alone I did that and I stole everything that was valuable from all the rooms except from the basement.
>The cousin was bugging, this time he wanted me to go see what is in the basement.
>I didn't want to waste my time on that basement since there is never something valuable in there but eventually I went to the basement so he will shut up.
>I enter the basement, nothing out of order, a regular basement, lots of crates placed like a wall, hiding my vision.
>So I'm going to see what is behind the crates while telling to my cousin:"You will see there is nothing in there..."

On the floor there was a skull, two bones, a purple flower, a man's skin(It was apparently an ingredient that I could use in alchemy) and blood was splattered on the floor and if I am not mistaking there was a knife also.

Any way there was nothing else in the house regarding that thing so we decided to wait for the owner of the house to come back and see who he is.

Turns out that one of the city captains(I could tell by his golden armor) was the owner.

****

[22]

It was either Fable 2 or 3 at one of the graveyards. If you stand still a moment, you can hear snoring. One of the nearby graves says something about sleeping.

****

[23]

For awhile I had a video card with some problems. Whenever I'd start Fallout 3, it would freeze up. One time I waited several minutes, and the game started functioning again. Only everything looked different afterwards. My character's skin had turned orange and green, and the floor was patterned with eyeballs and faces. I talked to an NPC, but its face was gone, and all I could see was its teeth moving as it talked.

Quite unsettling, to say the least.

****

[24]

I've got a few of these, and enough time to share them, considering I just woke up and it's 4 in the morning. So, here's a GTA IV related one to start us off. Me and a friend of mine were once playing the game by ourselves, much like the other two bozos up there. This story isn't nearly as weird or involved, though, and doesn't really involve a glitch in character models.

I'm sure everyone who has played the game is aware of the fact that, when you reach three wanted stars, a police helicopter begins to follow you around shouting taunts at the players whilst NOOSE snipers in the back try to pick you off. Well, for some reason, a helicopter started following us around for no reason. It wasn't even a LCPD helicopter, it was just one of those normal, unmarked ones, and it kept following us around, wherever we went. It got pretty unnerving when we ended up trapped on the

island in Liberty City's version of Central Park, with it just floating above us. We still end talk about that from time to time, and we call it "The Goodfellas incident", because it kinda reminded me of the last 10 minutes of that movie.

****

[25]

That one Night level in MGS3, it's filled with booby traps and dead scientist. If you turn on the night vision you can actually see the Traps/bodies heat signature.

>activate a trap by accident
>it's a spike log with a body stuck on it
>gets hit
>goes down
>First person view to get up.
>in front of the spike log
HOLYGODWATAREYOUDOING.

Other than that, it wasn't really "scary" but anyone got a feeling someone is watching you while you play games at 10PM-3AM ?

****

[26]

GTA IV story:

>Doing the achievement where you take all of the Helitours.
>On the one that takes you around Manhattan(it's been awhile, can't remember it's real name).
>Flying though the skyscrapers.
>Suddenly the pilot decides to go full speed.
>Stops talking, we're just flying really fast through the

skyscrapers now.
>Come towards the GetaLife building.
>He smashes full impact into it.
>Helicopter catches fire, pilot dies, and I'm left in the passenger seat.
>Fall to the ground, helicopter blows up on impact.
>wut.

I know it's not that scary, but it weirded me out at the time. That's all I got.

****

[27]

I remember being scared by Soul Calibur : Legacy of Kain when I was younger. Especially on one boss which you had to trap under gates while he chased you. Genuinely terrified me.

****

[28]

I remember reading about an alleged glitch/easter egg in either Super Hang On or Super Monaco GP for the genesis/mega-drive where, upon defeating the game after entering some password, the end screen would show the player holding his own head as opposed to the winner's cup.

Never saw it IRL and can't seem to find anything about it today on the net.

****

Super Monaco GP.

Any time you finish a race (or timer lap) in wet conditions, hold A, B and C as you cross the finishing line and, rather than holding the trophy, your character will be holding their own head.

****

[29]

Flight Simulator 98 used to have a lot of mesh bugs that resulted in ridiculously elevated terrain. You never really knew the locations, and it covered the entire world so there were a lot of them. A lot of times when you flew threw the mountains and valleys weird stuff would happen. I've always hated glitches like that. It brings up the idea of that happening in real life, and I would probably crap my pants if it did.

Flight Simulator X seems to have a lot of mesh bugs, but I haven't played it. There's a website that lists a lot of this:

http://www.simtours.net/spectacularplaces.php

****

[30]

[In response to the above.]

I had something very similar happen to me while I was playing Silent Hill 1. For some unknown reason, Harry's head rendered at 2 pixels high and many thousands of pixels long. Going into first person view gave me a nice look at the black around the room I was in and coming out of first person mode showed the room I was in very slowly hovering into view, coming closer and closer. It was horrifying, like the end of sapphire and steel.

Another scary loading glitch came when I was playing Hydrophobia. I was playing the game as you would normally when

I headed through a door and stepped into absolutely nothing. The room on the other side of the door hadn't loaded. I was stuck in an infinite expanse of water in which I could do nothing but slowly drown.

It gave me a nice insight into how (stupidly) the game was programmed; the game is a huge block of water containing parts filled with air, rather than the non-retarded system of "Empty space full of parts with water in them."

****

[31]

Not really a glitch, but whenever you would fall out of the map on Halo and you would get killed by the "Guardians" it would scare me for no exact reason. I guess the idea of some hidden cult or something in the game killing you when you do something wrong. I still don't understand it

Fear of the unknown, I guess.

****

[32]

The guardians STILL scare the hell out of me (haven't played Halo in years, but I'm sure that I'd still freak out).

It was more or less okay to be killed by them when playing with friends online, like when screwing around on sandbox or foundry, but the worst was when I'd be forging by myself and they'd kill me. Most of the time, it was expected (stepping out of the map, etc.), but when you're forging and die for no reason...

NO.

They're mysterious, they're creepy... they sure as hell scared the crap out of me...

I've also had times where I'd be playing offline (internet turned off at 10 to discourage me from playing games late at night when I was a teen, didn't stop me) and forge pieces would just spawn out of nowhere, they just... appeared.

One time, I was forging on sandbox (canvas), and as I was trying to place a block into place correctly, I noticed the money bar rapidly running out. It was weird, because I wasn't placing anything at all, especially not that fast. I looked out to the guardian protected black area and saw a golf ball out there, so I decided to go check it out.

It was just...there. I didn't place it, no one did. No one could have even joined my game. Then I realized, how was I still alive? Walls and blocks were placed -perfectly- in front of the guardian towers. Like, down to the exact angle. Then I started hearing explosions (I hadn't placed anything that could explode, not even vehicles) and noped out of that game.

I've also been "haunted" by the ghost of Halo, on Blackout. It was creepy, so I tried inviting my friend to my game to see it. He accepted it, then his console froze up, and he had to restart.

****

[33]

On one of the new maps for MW3, (Sanctuary), where the graveyard is with all the tombstones and such, if you lay down in front of a few of the gravestones (facing away from it) and turn your tv up real loud, you can hear random whispers and voices.

****

[34]

>was about 9
>playing nes in my dads room alone
>don't remember game but I was a wimp so I started getting scared alone
>one of the cords come loose
>tv went to static and let out loud sound
>shut off nes and stormed out of the room

Was scared of video game systems for the next week.

****

[35]

I remember playing Flight Sim 95 as a child. Never had any weird incidents save for one time. I was flying somewhere in Egypt, and I was fairly close to ground level. I noticed a black dot slowly traveling on the ground. Curious, I turned around and lowered my altitude to get a better look. I noticed that it was in the shape of a human, though very basic and low polygons. I wanted to get a more detailed look though, so I flew on and turned around, this time almost touching the ground. I flew within 20 feet of it, and I noticed that it was a rough black texture and on the face, there was a large red circle. It was freaky, and I decided to do one more trip around and crash into it, as maybe that would kill it. I flew on and turned around, this time ready to kamikaze it. As I approached it, it stopped, and I hit it. As soon as I did, the game crashed, and I had to reload. I wasn't able to find it again, and I had forgotten the exact location.

Not quite sure what I saw. It's legs and arms didn't move. It just floated slowly across the ground.

****

[36]

Oblivion one.

>Playing Oblivion
>Join the Dark Brotherhood
>New to the game, and I didn't know that pickpocketing a fellow member would result in getting kicked out
>Have to go to sleep to continue the Dark Brotherhood quest line and join back
>Go to my little shack in the Imperial City
>Use the bed, and go to sleep
>I wake up
>Everything seems normal
>I turn around 180 degrees towards the door to begin my day
>wraith standing right in front of me, it hisses and attacks me
>Flip out
>Run outside, the townspeople can't kill him and I'm too low of a level to kill it
>End up having to use console commands to kill him

Jesus Christ, that gave me a mini heart attack. Generally I'm a kleptomaniac in Elder Scrolls games and I rob everyone I can, but after that I don't screw with the Dark Brotherhood.

****

[37]

>Playing Silent Hill Downpour
>Finally get to Silent Hill and out of the mines
>Wandering around Silent Hill trying to find out where to go
>Those police cars with the sirens see me
>Right as they see me my TV just shuts off and turns back on

****

[38]

>Playing Far Cry 3.
>Just finished planting a bomb.
>Run.
>Jump in lake.
>Crocodile appears out of nowhere.

****

[39]

>RE4, first time
>walking down a hill
>oh look, a shack
>time for lootz
>get cleaved in the face while trying to pick up an herb
>magdump into zombie
>spend 10 minutes breathing and collecting self

****

[40]

>Playing System Shock 2
>Cyborg Midwives
>They even make buzzing and computer noises
>I'm scared of cyborgs, robots or anything resembling a human, but with mechanical parts

****

[41]

>Playing Afraid of Monsters DC
>Walking though a dark forest

>Gate shuts behind me.
>Hear the hyperventilation of about 50 twitchy zombies.

****

[42]

>playing fallout 3 several years ago.
>the pitt.
>scrounging around the train yard looking for ingots or whatever
>finished cleaning out a building with my sweet perforator (silenced scoped assault rifle)
>feel pretty alpha.
>loot some body, turn around
>FREAKING TROGG JUMPS AT MY FACE
>after a few moments of frenziedly emptying my clip all over the place, gradually try to acquire calm. Look behind me IRL a few times.

****

[43]

>be 10
>spend afternoons watching big brother play RE2 (N64)
>he never let me play because he thought I would erase his file
>one evening, it was already dark, he goes out with his friends, I am home alone
>start playing where he left his last saving point
>some lab
>5 seconds into playing game licker (or whatever that spiderman looking thing is called) falls from the roof making a load of noise
>turn the n64 off and NOPEd out of there

****

****

[44]

>Deadspace
>killing spaes zombies no problem
>suddenly get to a giant expanse of darkness
>game tells me to get into a transport to ferry me across
>get on ferry and activate it
>suddenly horribly howling and screaming from the other side
>nope
>turn off game, return it to rental place

****
****

[45]

Do scary moments when you're a kid count?

>playing DKC2 shortly after release
>making good progress and getting really into it because it's DKC2
>finally beat that bee boss and reach Gloomy Gulch
>play first level late at night
>awesome music, awesome atmosphere, loving every second of it
>next stage
>suddenly music from Hell
>roller coaster
>expect just another race level, maybe with Kloaks or something all around the track
>come to the first gate
>OH JESUS CHRIST WHAT THE HELL IS THAT IT'S A HUGE PIRATE DRAGON SKELETON AND I'M A SHELTERED WASP KID IN CATHOLIC GRADE SCHOOL
>adrenaline wears off and terror sets in
>start hitting Zingers and minus barrels
>timer winds down

>WHY IS IT FLASHING AND GETTING CLOSER OH GOD OHGODOHGODJHADTHAHJSHAKGAJHA
"HEEHEEHAHAHAHAHAHA"
>don't touch game again for 5 years

Feel free to laugh.

****

[46]

>playing Condemned 2
>meth hotel level
>bad habit of checking every nook and cranny for items and this floor in particular, health items
>ocd about closing stuff

So I make it up a few floors in the hotel, and as I'm checking in yet another empty room for labs and MAYBE a gun, I notice a bathroom is open in this room. "Hey, a medicine cabinet, this should have a health pack."

>open the cabinet
>nothingtoseehere.jpeg
>close cabinet
>nazi methhead behind me in the reflection of the mirror
>beat said nazi methhead with current weapon until it breaks, then grab toilet seat and proceed to beat said twat until I break the toilet seat on him.

****

[47]

>be 7 years old
>playing Dark Forces: Star Wars
>Level 3 the sewer level

>Creepy music
>Swim over the water
>Everything is quiet and calm until.....
>THIS THING POPS OUT FROM THE WATER.
>....
>Quit game, turn off computer, go and watch Nickelodeon.

****

[48]

The Suffering 1 (PS2)

>I made it out the prison, but the story eventually turns out that I needed to go back in.
>I always keep my light on, since it's spooky
>be in a dark hallway, with all that blood
>flashlight actually dies, but not because the battery died
>flashlight flickers
>Flashlight flicker speed increases
>I stop moving and wait for my light to be normal.
>flashlight comes back on again, no monster on my face fortunately
>walk past a door then...
>MIND SCREW FLASHBACK WITH ALL THAT BLOODY MURDER AND TWISTED GORE ON MY SCREEN
>mopped the floor clean from my urine

****

[49]

>be 9
>Playing Ape Escape
>On that one jungle level with the boat.
>Fall off said boat and into water.
>GIANT ELECTRIC FISH OUT OF NOWHERE

>fish is in hot pursuit
>FINALLY reach boat. jump back on just as queer fish reaches me.
> Audible sigh of relief.

****

[50]

>playing Blood
>enter a room
>see two of these guys running around saying "I'll swallow your soul
>one of them goes right to my face and chokes me to death.
>nope

http://www.youtube.com/watch?v=0mQBr65tZHY

****

[51]

>Playing Oblivion IV at night
>Walk into a house in The Imperial City
>Enter a conversation with one of the NPC's
>Suddenly hear a female voice saying: "Hello? Hello? Echo..."

The NPC wasn't even talking and if you know Oblivion IV then you know the game freezes while in a conversation so it couldn't have been a noise from the ambient of the game.

I have no idea what happened that day.

****

[52]

>Playing Silent Hill at age 13
>Alternate Alchemilla Hospital
>Had a few good share of nopes, but so far pulling through
>Reach the basement "basement"
>Nurses everywhere, long hallway, creepy ambience, no biggie
>Enter another hallway, this one has various doors
>Enter some random room
>Nothing in there
>"Oh well I guess I should visit ano-"
>Suddenly hear a glass breaking
>There's nothing in that room except for me and there are no signs of broken glass
>More sounds of glasses breaking
>Freak out, leave my room with the console still on

****

[53]

>be 11-12 playing the first Fatal Frame game (I think it was the first?) with my best friend

>get stuck in a room with a small alcove that had a window; and if you've played FF you know that the scenery kind of warps where there is a 'ghost' or something spooky

>couldn't figure out how to trigger the window, clicked /all over the place/

>give up and hand the controller to friend's dad, who also played scary games with us

>has to click the window once and it zooms in, and suddenly a white face of a young boy pops up

>I scream and throw a pillow from the couch at the tv, friend had already ran into her room and slammed her door, Dad was

having a good laugh

****

[54]

>playing Return to Castle Wolfenstein: Enemy Territory
>get pissed and hit my keyboard
>game freezes
>horrible screeching sound is emitted from my speakers
>it keeps getting louder ohdeargod
>power button does nothing
>have to pull the plug
>sound slowly fades
>sounds like screaming

Another:

>playing Tonic Trouble on the N64
>been playing literally all day
>at the egyptian-like area pretty late in the game
>notice very subtle glitches/things that aren't supposed to happen
>screen begins to melt
>the hell is going on
>everything is melting and distorted
>can't move
>everything is messed up
>have to reset

Obviously the system overheated or there was a connection problem with the cartridge, but the game felt really creepy from there on out.

****

[55]

>Playing Condemned 2 with friend
>Feeling like a pro with my expert forensic knowledge
>Bodies torn up in the snow
>Don't care, I got the time on the watch right
>Get into Cabin
>Feeling like Sherlock Holmes
>Things are quiet
>Things are TOO quiet
>Bear through the wall killing a guy
>Am I gonna have to do that?
>Walking through cabin
>Where's the bear?
>Where's the bear?
>WHERE IS THE-
>RUN FOR YOUR LIFE!!!!
>Nope so hard the controller is in two pieces across room
>Getting torn apart by bear

****

[56]

>playing metro 2033
>exploring the beautiful post-apocalyptic remnants of Moscow
>pretty good game, not as scary as I thought
>exploring this one building
>find this small hole in a bathroom wall with some shotgun shells in it
>hey, I could use those
>go to pick up shells
>a librarian bursts through the wall
>GAH
>spend the next 30 mins trying to kill this thing

****

[57]

>morrowind
>download mod that adds 200 new creatures to Vvardenfel
>get into a fight, low health
>rest: until healed
>1-2-3-4-5--Your rest has been interrupted.
>ghost flies at me screaming for half a second and disappears

****

[58]

>Playing Okami (shut up)
>Sunken Ship place
>Weird floating ghost thing with long black hair blocking entrance to a room, taking up the hallway
>"Uh....uh...."
>Try to run past
>GHOST FACE SUDDENLY APPEARS TAKES UP ENTIRE SCREEN
>Disappears

****

[59]

>Up late at night playing Silent Hill 2 while room mate was away on some family trip
>At part where you are in that underground maze of frustration .
>Minding my own business looking around trying to find my way out of this place.
>Turn corner
>Pyramid head staring right at me from 2 inches away.
>Power goes out with a loud boom
>Scream obscenities to the now dark household.
>Recompose myself start complaining to myself about how I'm going to have to do that section over.

>Power not coming back on, crap
>Hear grating noise from outside.
>SCREW THAT NOPE GETTING THE FLASHLIGHT
>Proceed to the breaker armed with hockey stick and mag light
>All breakers are fine, still no power.
>Walk outside to a strange silence on the block, no power anywhere.
>Hear footsteps and proceed to almost take out my neighbor with the flashlight.

****

[60]

>be 6 in 1996
>cousin playing resident evil
>running through a hallway
>dogs crash in through the window
>squeal like a little girl

****

[61]

>be in 1996, be 6
>Super Mario 64
>Older sister shows me how to get to Big Boo's Haunt
>run in the mansion
>go upstairs
>empty room, except for a piano and a red coin behind it
>this isn't so bad lol
>get closer
>CHOMP CHOMP CHOMP CHOMP CHOMP
>no no I don't like this
>turn off N64, go play outside

****

****

[62]

>Hammer mines
>The first zombie, laying down
>"Probably just for creepy decoration lol"
>Walk over it
>Stop playing for a week

****
****

[63]

> borrow Silent Hill 3 from S.O
> Sweet I love Silent Hill!
> Enter Mall
> Chased by this thing
> Hide in a Clothing Store
> Wait a few minutes, leave
> HOLYJESUSITSSTILLTHERE
> Have no bullets, btw
> Too scared to fistycuff
> Turn off system, never play again

****
****

[64]

>Played the mannequin level on Condemned
>Always was scared of mannequins for whatever reason, far worse now
>At mall a few days later
>Go to the toilet/maintenance corridor thing because I had to go
>Mens toilets were around the corner at the end
>Maintenance bloke was pushing loads of aged-looking mannequins along on a cart

>Turn corner and find myself face to face with a gang of mannequins

Didn't have to go toilet after that.

****

[65]

> Rent SH3
>Blast through that thing because screw it, I played the first two games and got all endings for them. I know how to run an SH game.
>Get to the hospital, its about 3am.
>Playing in the dark, less the two hours sleep last night, haven't slept for going on 24hrs and enjoying a sugar high to keep awake.
>Keepgoingkeepgoingkeepgoing
>Reach the otherworld hospital.
>Answer the phone in the locker.
>Conversion 6/10 quite creepy would shiver again.
>Leave room.
>See message written on opposite wall made by phone guy.
>NOPE
>Turn that off, can't bring myself to play it in broad daylight the next day, can't even turn the TV on when the PS2 boots up, despite telling myself it's a game, you took down the Resi games as a kid c'mon.
>Still don't like that phone call to this day.

Worst bit is I can't find photo proof of the message written on the corridor wall, so people think I'm nuts when I mention this.

Another SH story, this time I wasn't playing, and I was a fair bit younger. Also, fact fun time for you /x/philes.

>Grey child, found only in NSTC copies of the original SH.
>Never found in the PAL or Japanese versions because the censors found them too child like, got replaced by mole midgets

instead.
>Back to story time. Be about 10-11, bond with father after divorce through gaming or most accurately backseat gaming as he plays the actual game.
>Picked up SH early that day because we both like RE. Get to otherworld school.
>Both of us show our fine navigation skills, got lost and stuck despite the map and having a guide.
>Return to school entrance.
>Suddenly, distorted childish screams and laughter, get attacked by shadow children with knives.
>Dad doesn't care, I don't like it.
>Bury face in guide until he dies, boots up a past save.
>We're in the UK how did we get the NSTC version.

I still have no idea on the last point, but as the monsters used knives and swarmed him, it was definetly grey children and not mumblers. PS1 wasn't chipped, and the box art was PAL so unless the grey child/mumbler thing occurred after the release I don't know what happened.

****

[66]

>a while back ago took some vacation time just because I had it and didn't have any plans
>became bored out of my mind, and decided to play some Minecraft
>hadn't played in ages, so I'm kind of messing around with the new updated stuff like world seeds
>one of the world seeds I decide to use was simply 'Oprah'
>it spawned me in this little bity tiny island out in the middle of the ocean
>playing around some more, learn how to fly, decide I'm going to make my self a little floating island above and have a nice little house
>complete this project, have a beautifully made wooden house

with an upstairs. Two windows, one facing east and one facing west so I can see the sun rise/set

>after I'm done with that I decide to go exploring

>notice I have a boat in my inventory, get in the boat and go cruising around the ocean

>travel really long and really far, with out seeing any thing

>finally come across another really small island, and think "ha, wouldn't it be super creepy to have a giant cross out here?"

>search for ways to have permanent fire, decide to make a giant burning cross

>complete that, day is still young, get in my boat and carry on

>a ways away I come across another little island

>I decide to jump onto the island, and begin digging down

>I dig down just a little bit, and eventually fall through pretty far and end up in a cavern

>first things hit me pretty quickly - there's torches, a treasure chest filled with items, and some other stuff strewn about

>think to my self "Holy crap, this is really weird, it's almost as if some one was living here"
>all of a sudden panic
>fly up out of the mountain, get in my boat and head off back home
>as I'm heading off back home it starts to get darker and darker, and my visibility goes down
>the entire time it feels like something is behind me and chasing me
>it's eventually pitch black, and I'm pissing my self trying to get back home
>see some light, think it's my home
>completely forgot about the giant burning cross, and there it is in full view just blazing away
>I'm thinking "WHY DID I DO THAT"
>I jump out of the boat and just fly, thinking to my self "forget this noise"
>than it starts raining, hard.
>I'm trying to go as fast as I possibly can, and eventually reach my little island
>I run into the house, bolt upstairs, destroy the door and build a

wall, and just peer out the window from the direction I came from
>I just stare outside while it rains, waiting for what ever was chasing me to show the hell up
>eventually dawn breaks, the rain stops, and I feel safe and sound again.

****

[67]

>SH3
>Underpass/Sewer thing
>Strange moan
>Something underwater
>Doesn't move,enter room
>Get hairdryer,leave room
>That thing under the water is not there anymore
>AWWWWWW NO!
>Scared of that creature popping out till I left the sewers

****

[68]

>be playing condemned
>walking around some old building
>abondoned, but manakins scattered downstairs
>be upstairs, walking around in suspense
>thereseemstobenothingtoworryabout.gif
>turn around at dead end
>mannequins everywhere, right in front of me
>ohgod

****

[69]

Two childhood scares, that really aren't scary... Both occur when I was about 8-9.

>I was an RPG nut, played Azure Dreams a hell of a lot.
>Half a memory card of saves a lot.
>Decide to play MGS for a change of pace.
>Love that ga,e, marathon it for a day or so.
>Hit the Psycho Mantis boss.
>He does his stats and memory card reading trick.
>Mentions Azure Dreams.
>NOPE
>Does the vibration trick.
>NOPENOPENOPE
>Scared through the battle, but eventually come to love it.

And a familiar one for anyone who has played Resident Evil.

>Play RE2.
>Arrive at the police station.
>Wander around and eventually decide to go through the door by the window.
>Licker crawls past.
>CAPCOM
>Nervous around windows for the rest of the game.

****

[70]

>Silent Hill 4
>Apartment haunted
>Can't find what I have to cleanse
>Spend 15 minutes going around looking for whatever the hell I have to cleanse
>CAN'T FIND IT
>Realize I didn't check the door peephole...

****

[71]

You should play The Witch's House.

Have a source:
http://vgboy.dabomstew.com/other/witchhouse.htm

The game is short, only about one and a half hour if you don't suck at puzzle games, but it stressed me out a good deal.

>dark part
>your freshly obtained light source almost only lights yourself
>you walk through some kind of maze
>you get what you came for
>noises
>better hurry
>"You broke your light source."
>pitch black
>more sounds
>can you remember the exit?

I started sweating just remembering that part.

****

[72]

>Playing SH4
>Hospital
>Those tall nurses appear
>What is that
>Start fighting her
>Beat her, "Gonna stomp you-"
>Some CD's fall from my shelf
>Threw my headphones against the screen and braced for

impact while screaming like a little girl

Also:

>Friend tells me to give a Pokemon hack a try
>Start playing
>LAVENDER TOWN...SUSPICIOUS...
>Keep playing
>Everything seems alright,keep playing
>After 15 minutes or so, static sound with high-pitched screams, screen flashes a zalgo-ish Pikachu face and then melts
>Game crashes
>OH GOD WHY

****

[73]

>Playing Fallout 3
>Stealthing through Old Olney
>Dodging Death Claws
>Fall into pit with no way out except into sewers
>Horribly low on ammo, no stim packs
>Sneak into room in sewer and see Death Claw shadow outside door across the way.
>Ease over to door ever so silently and close it.
>Proceed to turn and loot room.
>Hear door open behind me.
>Huh...wha...? Turn around...
>FACE FULL OF FLYING DEATHCLAW

****

[74]

>start playing scp containment breach
>have to go through a room with 173 in it

>enter the room
>he's not here anymore where is he oh jesus
>open door
>clear
>blink
>he's in front of me
>quit
>uninstall
>try not to cry
>cry a lot

****

[75]

>Have Borderline Schizophrenia
>18
>Deadspace 2 comes out.
>Go to a friends house, "Hey anon, lets play this thing."
>It's three in the morning.
>"Why don't you start a new game. Try Zealot."
>Sure. Why not.
>Run through psych ward stuck in that jacket.
>Guy I thought was dead jumps from a wheelchair and nearly eats my face.
>Guy gets me out of the jacket, cuts his own throat right in front of me.
>Play until slightly after I get the plasma cutter.
>Put down the controller.
>Chow on Junk food.
>Fall asleep on his couch, wake in the middle of the night with a necromorph above my face. Jaw torn off, stomach open, arm scythes glinting.
>Blinked and it was gone.
>See flashes of necromorphs for the next 3 weeks.

****

[76]

>Harry Potter & the Philosophers stone PS1
>walking down stairs
>hear snoring
>troll sleeping on medical bed in a lab
>don't know the sneak button and don't want to risk it

And that's why I never finished.

****

[77]

This happens to my friend long time ago.

> Playing Doom with another friend
> It was '90s or so
> Suddenly the game freeze
> An very gutural voice coming from the speakers
> They NOPE out of there, not even realize what just happen
> Even nowadays don't know what happen.

****

[78]

>Be at friend's house
>Playing taped 8-bit game
>Game stops loading
>A synthesised voice says DON'T PIRATE GAMES
>Computer locks up
>Doesn't even have a voice chip
>What?

****

****

[79]

>playing tf2 surf map
>screen goes into black and red type of thing
>what this never happened before
>oh well
>suddenly teleports into a small room with the red jeff the killer pasted on the walls

****
****

[80]

>Playing Half-Life
>Find a room where an old scientist gets devoured by a giant tadpole thing
>NopeNopeNop- wait is that a crossbow? Hell yeah!
>About to reach the crossbow which was on top of a cage suspended over the body of water that waterbeast was inhabiting
>Entire cage falls into the water taking me with it

****
****

[81]

The only part of half life 2 that genuinely scared me was that tv. There is so little discussion about it on the internet which is what I find odd.

You find it at the start of one of the later chapters (been a while since played) It plays freaky music while on screen gman standing in a boat with a crow on his shoulder. You pick it up and it messes up your controls (that could have been a bug but it happened on the xbox version too) then after a while it explodes.

The only video I can find of it is this:
http://www.youtube.com/watch?v=N9o6MgSt55o

(the guy doesn't wait long enough for the music or try walking with it)

This is the music that plays if you stand in the area long enough:
http://www.youtube.com/watch?v=JirmUGt-DhA

****

[82]

The interior of the White Castle from Adventure on the 2600. It always felt like you were intruding on a part of the game you shouldn't be in... and the maze that can only be solved via the no-clip bridge added to that.

****

[83]

A few specific levels in Forbidden Siren stand out, although the entire game is creepy as hell. The level where you're the little girl trapped in the house with your undead family going about their business and you have to observe their actions and sneak around... absolutely horrifying.

The level where you're the doctor in the hospital and the undead woman you killed is chasing you, she was one of the scariest enemies in the game. And the level in the school, where you're the teacher trying to escape with the little girl. That freaking principal that comes out of nowhere, my god.

Plus, nothing is more startling than sight-jacking a Shibito and realizing it's running at you from behind.

****

[84]

There was an old point and click adventure game for the Apple I believe that gave me nightmares. Granted I was like 6 when I first played it, it was around '93. Anyway there were just a lot of options to get yourself killed in the game. Two scenarios that stick out to me were you climbing a tree and falling and breaking your legs or something, that wasn't SO bad. But the other one is way sillier but still scared me.

You went into some house and felt a tap on your shoulder as you're walking along. You can choose to turn around or keep going. If you turn around some dude and a jester are there looking all menacing standing in front of a wall of a jelly-like substance. They shove you into the jelly stuff and you're stuck there until you die and you see the two dudes just smiling at you when all this text is going. What made it a little worse was that the game crashed right after this scene for me, and the dudes whos house I was staying at burst into the room after that and was all yelling like "I told you kids not to play on that computer!"

It was some old black and white game. I haven't been able to find any info on the game and what makes it worse is that's around the time Apple released some game maker type program and a lot of people made a lot of games with it at the time. So for all I know it was a game that dude was making.

****

[85]

>playing morrowind at like 2am
>been playing for like 10 hours, start getting tired and for some reason paranoid
>the music is kinda getting on me, start getting more paranoid

>suddenly I get this notification: "I can feel someone following me..."
>character is in middle of nowhere, far from any town/city
>noped out and saved

****

[86]

>Replay doom 3 to try and understand why I was so scared of it
>Enter THAT certain hallway
>"Follow me!"
>*wet footprints slap down a corridor*
>"They took my baby!"

That game... it just really had something to it in terms of freaky nausea and horror without too much apparent reason.

****

[87]

Sorry I don't have a picture, but on N64, the game Gex the Gecko 64. The game was the usual funny wacky platform game. It had multiple levels, spanning various movie/TV show cliche genres, like Cartoon (spoofing Looney Toons) and a creepy castle (spoofing the Horror genre).

However, the creepiest level was actually the underwater level spoofing the film "Titanic" wherein, you actually investigate the Titanic remains.

What made it creepy was just the sheer ambiance of it. Dark, murky water, sharks hovering around, the Titanic just eerily sitting there, despite it's cartoon/lighthearted intentions.

For some reason, it just unsettled me.

****

[88]

I was terrified the first playthrough of Silent Hill 2 when you got to the underground prison:

Inside the underground prison there is a bathroom you walk in and there is a closed stall James can knock on it with no answer, then when he walks to leave you get a reply knock from the stall.

The courtyard where from time to time you can hear the sound of a horse just rushing at you.

Finally in one of the cell blocks,you can hear footsteps that sound like Pyramid Head's. They will take a few steps, stop, then a few seconds later you can hear a really deep guttural voice mutter "Ritual..." then the footsteps start back up.

I noped out of my house when I heard that voice for the first time...

Then in Silent hill 3, the only part that ever scared me in that game was the haunted mansion in the amusement park. There is a study room where there is a mannequin in a chair just rocking back and forth and the room is dead silent except for the creak of the chair. Then as you leave to go out the other door suddenly a dead body drops from the ceiling and just hands there from its feet.

"That's Danny..." The Mansion's tour guide would say.

"Nope.tar.gz" I would reply.

****

[89]

I'm just a wimp, but I get really paranoid playing Minecraft.

>inb4 HEROBRINE

No, it's just I feel like someone is watching me, or I'm just waiting for SOMETHING to happen. It just feels like I'm isolated, alone. Even the villagers don't help, they just make me suspicious.

I'd rather kill an entire village. How in the hell do they survive? Seeing as they're useless against zombies.

****

[90]

>playing MW2 at friend's house
>local with me him and another friend
>playing this game where we try to kill each other with knives
>very small map
>friend has tendancy to hide behind things by laying down and is very easy to miss
>frequently tries to lose me when chasing after him by running aorund corners and doing this.
>running around map.
>see someone jump and crouch behind vent
>figure it's friend
>jump over it saying "got ya now" and throw a throwing knife.
>nothing there.
>figured I had Just been seeing things which happens from time to time
>friend 2: "That was weird."
>friend 1: "I saw it too."

****

[91]

>Playing Halo 2 a long time ago
>On that New Zanzibar level
>Clear the level all the way up to the broken highway tunnel
>Decide to backtrack and look for easter eggs
>It's dead silent except for the loud speaker shouting in Swahili and my footsteps
>All dead bodies gone
>No enemies, no friends
>I'm doing some super bouncing to the top of the buildings, pass up the Blind Skull
>Suddenly I hear a clunk
>Look around
>One of those purple Covenant weapon crates fell over
>No Cowbell skull on, those things barely move without it
>Hear rocks crumbling
>Look around frantically, nothing, so I run
>Back around the broken highway tunnel I run in to the water
>Hearing splashing after I stop running
>I start shooting my AR wildly, hoping to see signs of hitting something
>As I'm firing my game freezes and the AR firing sound distorts in to a high pitched screech
>Sounded like an infinite loop of the sound Missingno makes from the old Pokemon games
>Burn Xbox in ceremonial Pagan funeral pyre

****

[92]



THIS. FREAKING. THING.

>It's around 3 AM and I'm playing the game through a second time.
>I'm getting pretty bored trying to find an exit to the room I'm in when I hear a loud 'WHUP' to my left, followed by a noise that sounds like someone dragging something across the floor.
>I wait a solid minute and I'm about to turn off the game and I hear it a second time, then a third, just constant banging and dragging.
>Sourcing out the noise I run up to the bars and peer down the hallway, only to watch this grotesque creature shamble its way over, limping all the while making the bang/drag noise.
>NOPE.WMV
>I legitimately screamed, partially from his appearance and the

fact that he excitedly ran to the bars in the last stretch and I thought he was going to run right through them.
>He just stops and peers at your character until you move on, but if you stay in front of him for around 2 minutes without touching anything, you'll hear him say in a low voice:
>"It's Me... Daddy..."
>NOPE.JPG
>Legit creepiest thing I've ever heard.
>To add to this 'lore', it mentions in the games manual that the protagonists father went to mansion earlier on and hasn't been heard from since.
>Nope.tif...

****

[93]

I was playing RDR (Red Dead Redemption) and heard about the Easter egg/ Cheat, or whatever you want to call it, where if you kill everybody (literally) in a town then that town will become a ghost town, as in no one will inhabit that town.

Whilst trying to complete some side quest, I travelled to Armadillo where some civilian started a fight with me. As per usual in any GTA type game rather than let it slide and carry on my quest, I decide to gun this NPC down which resulted in chaos. The law got involved, a ton of people got shot in the carnage, and I eventually got shot and died.

So I had start again from whatever part of the map I had started from and travel all the way back to Armadillo to complete whatever it was I was doing.

As I arrived I had noticed that the town was unusually quiet and there wasn't anyone on the streets. I knew that in the previous gun fight a few people had got shot but surely not the whole town!!!

I went into the tailors. No one there! I went into the gunsmith. No one there! Sheriff's office. No one there!

I was starting to get the horrible feeling that I had triggered this ghost town cheat and that my mission could not be completed.

One last chance I ran into the saloon hoping someone would be in there, or maybe save the game and hopefully, on reloading, the townsfolk would return.

As I ran toward the saloon I crashed through the double doors and ran through an empty saloon where I stopped, facing the wall at the bottom of the stairs. I turned around contemplating if to load the game again when the whole town, (literally every NPC of armadillo) was standing in the bar, just looking at me. The pianist manifested like a ghost then started to play the piano and the townsfolk just seemed to snap out of their trance and went about their business as usual.

****

[94]

Ecco the Dolphin: Defender of the Future is one of the freakiest games I've ever played.

I got it as a kid because the cover looked all nice and fun. I thought, cool I can be a dolphin. The first few levels are fine. There's a couple weird dark cave ones in the mix but nothing too weird.

Once you get to the chapter titled "Man's Nightmare" it starts getting messed up. Ecco abruptly travels to an alternate future where humans have taken over with machines, the ocean is polluted and you talk to dolphins that are insane and all cut up and stuff. Later on, Ecco time-travels again to a different future where dolphins rule the world and they've basically built Nazi camps under the ocean. Even later Ecco travels to another future

where some evil primitive alien race has taken over and that's all that is left in the ocean: a bunch of freaky aliens swimming or lurking around. The final boss is the alien queen and the battle consists of swimming into her body and bashing her heart until it stops beating.

It's a game that's never left me.

****

[95]

>Hitman Contracts : Ghost in the hotel

Yeah, that one was good. Not some cheesy jumpscare. The first time I went through that level, I wasn't even sure I had seen the thing. Maybe I walked into the hallway a second too late, or with the camera at an awkward angle, but either way it worked out exactly how a good "wtf" creepout should work. Basically it was in the corner of my eye, and I know what I *think* I saw, but dude, did I really see it or what? Then I walked into that bathroom and looked in the mirror...

****

[96]

I almost forgot another interesting situation that occurred while playing another game... The game in question was Skyrim. While I'm sure there's plenty of Skyrim related creepy vidya tales, I assure you this one was rather interesting and 100% real. (This is no "who was phone?" stuff either I promise)

A friend of mine texted me a while ago after letting him borrow my copy of Skyrim. He wanted me to come over to check something with him because it didn't really make much sense, or the game seemed broken. Knowing I had been playing the game

just fine right before I let him borrow it, I came over to see what was the problem. Turns out he couldn't even start his first game properly because of this weird glitch. A rather creepy weird glitch.

I ask him to boot up a new save file. He starts the new game, and selects "play intro". The game seems to start up fine, his character gains consciousness, and Ralof or whatever starts talking. Suddenly, there's the sound of an explosion, the horse cart flips into the air, and the screen goes to the black loading screen with the intense impending doom music of regular surprise attacks from sabercats and bears and trolls.

When the screen loads, all the characters appear to be in a void orange, milky, cloud-like void. My friend cannot move anywhere, save for spinning around in circles of his viewing path, or change the perspective of his character from first to third person, he can only stay in first person. In front of him, the Nord you first talk to is slouched on the ground in the "injured" position, and in the near distance, the horsecart and all the Imperial soldiers are visible; however, the horse and all soldiers are dead. Ulfric Stormcloak is dead. The other prisoner you rode in with is dead.

Suddenly, Ralof or whoever begins to talk. He stays in that crouched, injured position and begins crying out phrases like, "Mercy!" and "Please, don't do it!" over and over again. It's as if he's literally begging at the feet of the player. My friend turns the character around, to look behind him. All villagers from Helgen are slain, and debris is strewn everywhere. Imperial guards and stormcloak soldiers litter the ground with the bodies of all the other characters. Even Alduin lays in a crumbled heap, not decomposing into a skeleton or anything.

Ralof manages to move two steps away from view as my friend turns the character around. He's still crying out, "Please, don't do it!" over and over again, like every ten seconds. It suddenly dawns on me that this situation occurred under the map, as if everybody had fallen through and died upon impact, yet somehow the main character and this Ralof fellow lived. And with Ralof's cries, I begin to think that perhaps this is an alternate

game... Where, through some sort of dark magic or force, your character has mercilessly slain all other inhabitants of Skyrim, and you've yet to finish off your last prey. Or, perhaps in another theory, basically the Rapture occurred in Sovngarde, and all characters have died. You awaken in a grim death-stricken limbo, unable to concieve or become aware that nothing in Tamriel is left alive, and that somehow everyone was condemned to some sort of spiritual death.

Needless to say, I ask my friend to delete all save files completely and try to restart the system and play the game again. The game finally played correctly, and my friend was able to play Skyrim the way it should be.

I'll never forget that glitch though. It was so bizarre, and almost disturbing on a certain level.

****

[97]

[In a Minecraft thread.]

Anyways, just had kind of a creepy experience on the server.

I was mining at adminium when I decided to call it quits. I was lost, but I tunneled into another long, one block wide tunnel. I followed it forever, and it was weird because in some areas the walls and floor were made of obsidian. It went on forever to a dead end, at which point I stair-tunneled to the surface. I was in the middle of nowhere, so I walked in the direction I BELIEVED the town was in. Eventually I came to an area that had torches, there was some cobblestone and floating planks with a sign that said "Why are you following me? Stop." I could see through some chunk errors that there was a burning forest in the distance. When I came to it I lost connection.

Weird.

****

[98]

>Be me late at night home alone playing animal crossing since I can't sleep.
>Prepare to wifi with a friend
>Instead of clicking "search for a faraway town" I accidently click "search for a nearby town"
>A town showed up
>the town has no name
>There is no such glitch in the game
>I feel suddenly anxious and bad, as if someone was there in the room
>it is impossible to have a nearby town show up unless you are in the same room near to someone playing the game with open doors in game
>I flip my 3DS off
>sweat nervously

****

[99]

>Playing Silent Hill 2 downstairs in the dark at about 1am.
>Having myself some good fun
>Suddenly the bathroom door behind me slowly creaks open

It wasn't paranormal, the a/c always kicked on at that time and I guess the door was already ajar. But it didn't help that the a/c already sounded like Satan groaning.

****

[100]

>get SSX Tricky from friend
>friend said neighbor was giving stuff away
>play it
>get sick each time I play it.
>nosebleed, puke, nausea
>once passed out for 12 hours
>friend later said neighbor's son killed himself, his stuff thrown out or sold.
>brought game to nearest game shop to get rid of it.

****

[101]

>be me in like fourth grade
>playing games online after school while I wait for ride
>playing game based off the live-action Scooby-Doo movie
>point and click, search for clues type of deal
>find a mummy's sarcophagus
>click it, pitch black, just hear the sound of a pencil scribbling
>can see very faint text in the middle of the screen, lean in to try to read it
>make out "can you help me please"
>suddenly huge white ghost/skeleton face fills screen with a scream
>almost fall out of chair, this was supposed to be a kid's game.

****

[102]

A weird encounter in San Andreas is the suicidal photographer. The developers put a lot of strange things in SA.

Things like this were the reason I loved SA as a kid. A lot of stories about that game are just made-up myths, but there are some

actual mysterious things in that game and that always made exploring new places the great. Loved the rural areas and creepy backwoods.

****

I remember for the longest time I was looking for the rumored "Bigfoot" in SA.

They even put Bigfoot in GTA V because of the SA rumors.

The rural areas and backwoods were so creepy. I think the desert area was even more creepy. Like those 3 body bags behind that rock.

****

[103]

The only game to ever give me nightmares, to a point where I had to stop playing, was Alien Ressurection on the PS1.

It's jumpscare after jumpscare, very well done. The Aliens are scary, hard and fast, weapons truly suck and health is always scarce, making it even more terrifying.

After a few nights playing I started having nightmares where I'm running around looking for ammo/health being chased by shadows.

****

[104]

I always thought the Tribal Village in New Vegas was eerie. The burned corpses always came alive and were hostile, so there'd be

a swarm of undead and Cazadores attacking me. And when the dust settled, I'd hear strange noises in the distance.

****

[105]

Rollercoaster Tycoon.

Back in the day, installed, started playing, enjoying it so far. Then the game froze, straight to a black screen and all I heard was the bone chilling sound of a kid laughing. This freaked me out, I thought I had been hacked and was being taunted by whoever had crashed my game through the computer's speakers. This wasn't long after we first got the internet, and I must have been about 11 at the time, so I immediately uninstalled the game, disconnected from the internet and went to bed.

It wasn't until a few years later I realised it was just a sound from the game, kids enjoying themselves on the rides. Nevertheless scarred for live.

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[106]